



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

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Applicant(s) Mark Hamilton Jones
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Title: CASINO STYLE GAME OF CHANCE APPARATUS
Attorney Docket No: 35761-1
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AFFIDAVIT UNDER 37 C.F.R. 1.132

Sir:

Mark Hamilton Jones, being duly sworn, deposes and says:

EXPERT IN GAMING

1. I am a citizen of the United States of America. I am the sole inventor of the invention as described in United States Serial Number 09/810,800. I have 35 years business management experience, 15 within the gaming industry. I have a thorough knowledge of management, operations, marketing, promotions, customer development and retention, sales, personnel, training, financial statements, loss prevention, player tracking, table games management and operations, slots and cash cage operations. As an active gaming consultant, I have written several Policy and Procedure Gaming Regulations and manuals and have done extensive training for casinos. I have attended the Casino Management Certification Program at the University of Nevada, Reno campus. I have completed Slot Operations Management and

Table Games Management. I have also taken casino financial classes in Las Vegas. I am considered an expert in Table Games in the gaming industry.

2. Currently, I am employed by Innovations and Native-American Gaming, Inc. (INAG) located in Magalia, California, as President and CEO, a position I have held since 1999. INAG is a gaming consulting company. My professional responsibilities for INAG include consulting for casinos and working with new game developers as new games are brought to market. I also consult to Attorneys active in the gaming industry.

From September 2006 to April 2007, I was employed by Gold Country Casino of Oroville, California, as a Table Games consultant.

From 1995 to 2003, I was employed by Sycuan Casino and Resort in El Cajon, California. I head several positions with them, my last position being a Casino Shift Manager in charge of overall casino operations for my assigned Shift.

I have been an invited keynote speaker at each of the nationally acclaimed Casinofest I and II events, as well as for Casinofest III to be held on May 14-16, 2007 at the Mystic Lake Casino and Hotel in Prior Lake, Minnesota. I lecture on all aspects of Table Games. One of the topics this year I am addressing is: "Taking Your New Game Ideas and Making Them a Reality". I also write articles from time to time for Casino Enterprise Management Magazine and Native-American Gaming Magazine. I sit on the Executive Editorial Advisory Board for Native-American Gaming Magazine. I have been called on by a radio gaming talk show to be their featured guest. Warner Brothers called on INAG to bring a new gaming apparatus I designed to Las Vegas to be on the set of "Ocean's 13" to be released this year.

SUMMARY OF CLAIMED INVENTION

3. As expressed in my newly presented independent Claims 29 and 36, my invention is a method and an apparatus for playing a game of chance that is substantially identical to the conventional game of roulette which has a wheel with exactly 37 or 38 slots, but without USING the roulette wheel so as to enable roulette-like game play in jurisdictions where conventional roulette is prohibited and keeping the odds true. My claimed invention utilizes 37 or 38 balls that are placed into a chamber and there randomly agitated by a current of air. This technique is well known in state lottery and bingo type games. Thirty-six of the balls are sequentially numbered 1 through 36 to correspond with numbered slots 1 through 36 found on every roulette wheel in the world. A game decision is obtained based on a probability for each possible chance outcome that is equivalent to the conventional game of roulette, but without a roulette wheel.

4. The primary advantage of my invention is described in paragraphs [0002] and [0003] of my patent application, citing paragraph numbers from the published application (U.S. 2001/0035605). Specifically, many jurisdictions have outlawed the use of roulette wheels for use in games of chance. However, those same jurisdictions have crafted their laws so as to

use in games of chance. However, those same jurisdictions have crafted their laws so as to permit state lotteries and bingo. My invention cleverly takes advantage of these loopholes to enable a casino-type roulette game to be played, using a conventional roulette table layout, and conventional roulette rules, but without violating local statutes and ordinances. In other words, I substitute the permitted techniques for determining a game of chance for the non-permitted technique of a slotted wheel in roulette. All other aspects of conventional roulette game play remain the same. This is the true advantage of my invention, and the source of its commercial success.

DEFINING “CONVENTIONAL ROULETTE RULES”; SUPPORT FOR NEW CLAIMS

5. Throughout my patent application, I reference the term “conventional roulette rules.” This phrase is well known and readily understood by all of skill in this art. The rules of roulette have been relatively static for more than 100 years. The term “conventional roulette rules” is found (or at least implied) in my specification in at least the following places, where reference is made to paragraph numbers from the published application (number U.S. 2001/0035605):

- [0002], lines 3-4 “...played with conventional rules for roulette,...”
- [0005], line 1, “The conventional roulette game...”
- [0009], lines 2-4, “...which can be played by conventional roulette rules, but without a roulette wheel.”
- [0026], line 1, “The play is by roulette rules,...”
- [0026], lines 22-24, “...the results of the numbered ball selected would be treated the same under the rules as if a roulette ball had come to rest on the equivalent number of a roulette wheel.”

6. In the preferred embodiment of my invention, as described in my patent specification, I reference a ball selector containing 38 balls to correspond with a conventional roulette wheel having 38 numbered slots. Those of skill will understand that some roulette wheels have only 37 numbered slots. The former, preferred type is generally known as “American Roulette,” whereas the latter is known generally as “European Roulette.”

Although my preferred embodiment describes only American Roulette, my general description does not preclude European Roulette, since any person of skill in this field will understand the term “conventional roulette rules” to include both American and European roulette styles of play.

7. The following are examples of definitions obtained directly from recognized sources describing both American and European roulette styles of play. A copy of each referenced source is attached hereto in Appendix A.

- “There are two different roulette wheels. The European wheel has 37 slots numbered 0-36. The house edge is 2.63. The American wheel has 38 numbers because the [sic.] added a double zero (00).” About: Casino Gambling, Roulette 101 - How to Play Roulette, <http://casinogambling.about.com/od/othergames/a/roulette.htm>.
- “The ball eventually falls onto the wheel into one of 37 (in European roulette) or 38 (in American roulette) colored and numbered pockets on the wheel.... The main pockets are numbered from 1-36.... There is a green pocket numbered zero, and in American roulette there is also a second green pocket marked 00.” Wikipedia, Roulette, <http://en.wikipedia.org/wiki/roulette>.
- “The American roulette wheel, used in Hoyle’s casino, is divided into 38 sections (European wheels have 37 sections)...” Hoyle’s Casino, Roulette: How the Game is Played, www.hoylegaming.com/rules.
- A survey of more than 80 casinos in and around Las Vegas, Nevada, identified at least thirteen casinos that use a roulette wheel having 37 slots. The Wizard of Odds, Las Vegas roulette survey, updated June 26, 2006. <http://wizardofodds.com/roulette/vegas.html>.
- “The roulette wheel has 36 numbers from 1-36, and ‘0’, and usually a ‘00’. (Most U.S. casinos have a ‘00’ as well as the ‘0’ which increases the house’s edge. If you can find a casino without the ‘00’, it is a better game.)” Cruzino.com, Roulette Rules, http://www.cruzino.com/rules/roulette_rules.html.

In addition to these resources, reference is made to Appendix B which reprints numerous sources describing American roulette as played with a 38 slot wheel. Reference is also made to Appendix C which reprints numerous sources describing European (a/k/a/ “French”) roulette as played with a 37 slot wheel.

8. It is respectfully submitted that my patent specification, as filed, fully embraces both American and European roulette methods of play through its reference to the phrase “conventional roulette rules” as established above. Furthermore, I respectfully submit that my preferred embodiment description of games of chance played with 38 balls (i.e., American roulette) does not operate to preclude play under the conventional roulette rules known as European roulette. Therefore, I believe that I am entitled to claim my invention so as to include European roulette which is conventionally known to use a 37 slot wheel.

SECONDARY EVIDENCE: COMMERCIAL SUCCESS

9. In assessing the patentability of my invention, the patent Examiner is urged to consider evidence of commercial success attributable directly to the claimed invention. Specifically, I have licensed my invention to numerous casinos, all but one of which is paying a monthly royalty, and the one of which has paid a one time royalty, for the benefit of operating a game of chance according to, at least, Claims 29 and 36 as submitted herewith.

10. My invention, as defined by at least the new Claims 29 and 36, has been licensed for use by the following properties:

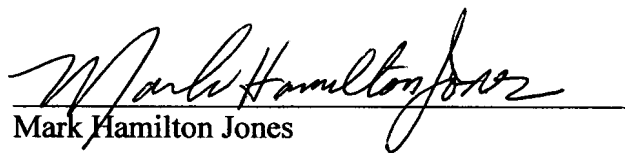
- Harrah's Rincon Casino, 777 Harrah's Rincon Way, Valley Center, CA 92082
- Chukchansi Gold Casino, 711 Lucky Lane, Coarsegold, CA 93614
- Table Mountain Casino, 8184 Table Mountain Rd. Friant, CA 93626
- Soboba Casino, 23333 Soboba Road, San Jacinto, CA 92581
- Valley View Casino, 16300 Nyemii Pass Rd., Valley Center, CA 92082
- Sho-Ka-Wah Casino, 13101 Nokomis Rd. Hopland, CA 95449

11. These licensees are sophisticated gaming operators. Their acceptance of license terms under my invention persuasively underscores the value and non-obvious character of my invention in the marketplace.

12. I am of the opinion that the public is not in possession of my claimed invention through the prior art made of record in my patent application. My commercial success testifies to the fact that major casinos agree my invention is unique and proprietary.

13. For the reasons stated above, I respectfully request the Patent Office issue a Notice of Allowance for this patent application without further delay.

14. I declare under the penalty of perjury, under the laws of the United States, that the foregoing is true and correct to the best of my knowledge, and that this declaration was executed on this 2nd day of MAY, 2007 at MATHEA, California.


Mark Hamilton Jones

State of CALIFORNIA

SS:

County of Butte

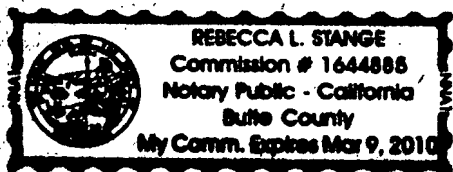
On this 2nd day of MAY, 2007, before me, a Notary Public, personally appeared the above named personally known to me and known by me to be the person who executed the foregoing instrument and subscribed the same in my presence, and acknowledged the same to be their free act and deed.

Application No: 09/810,800
Affidavit Under 37 C.F.R. 1.132

Rebecca L. Stange

Notary Public, BUTTE County,
My Commission expires MARCH 9, 2010
Acting in BUTTE County

(Notarial Seal)



Appendix A

About : Casino Gambling

Roulette 101- How to Play Roulette

From Bill Burton,
Your Guide to [Casino Gambling](#).
FREE Newsletter. [Sign Up Now!](#)

The object of Roulette is to pick the winning number that will appear on the Roulette wheel. You can also bet combinations of numbers or choose the color or whether it is odd or even. It is not as easy as it seems.

The Wheel

There are two different roulette wheels. The European wheel has 37 slots numbered 0-36. The house edge is 2.63. The American wheel has 38 numbers because the added a double zero (00). The addition of the extra number increases the house edge to 5.26 percent.

The Layout

The game of Roulette originated in France. The modern day layout we find in the casino dates back to 1842. Roulette layouts have two betting areas. The inside betting area contains the individual numbers on the layout. The outside betting area has boxes for the columns, red/black and odd/even and different groups of numbers.

The numbers on the inside are arranged in 12 rows of three numbers making forming three vertical columns. The 0 and 00 are at the top of the columns.

Buying In

You must purchase special roulette chips when you sit down to play. To avoid disputes each player receives a different color chip. These chips are good for that table only and you must cash them in when you get done playing. You will then be given regular casino chips to take to the cage. You cannot cash in the roulette table chips at the cage.

Each roulette table has a minimum and maximum bet. You can't combine your inside and outside bets to meet the table minimum. If the minimum bet is five dollars you have to bet \$5 on the inside and \$5 on the outside. You can't bet \$3 inside and \$2 outside.

Inside Bets

There are several inside bets that you can make. You can bet a number straight up or straddle the line between numbers to select a combination of numbers. The payouts are as follows.

Straight Up bet is a wager on a single number. It pays 35 to 1.

Split Bet is a wager on two numbers and it pays 17 to 1. You make this bet by placing your chip so it straddles the line between any two numbers.

Street bets or line bet and it pays 11 to 1. You make this bet by placing your chip on the vertical line separating the outside and inside betting areas. The chip straddles the first number in the row.

Corner bet or Quad bet pays 8 to 1. You make this bet by placing a chip so it is touching the four corners of the numbers you are betting.

Basket bet is a five number bet on zero – double zero and numbers-1-2-3 which pays 6 to 1. On the double zero wheel it has a house edge of 7.89 percent making it the worst bet in Roulette.

Double Street bet is a wager on six numbers and pays 5 to 1. You place your chip on the line separating the outside and inside area as you do for the street bet but let it also straddle the row above or below.

Outside Bets

The outside bets are any of the bets made in the boxes surrounding the numbers.

Red Black Odd and Even are all even money bets. You place your chips in the boxes on the layout.

The **Dozens bet** are made on the 12 consecutive numbers. You place your wager in the boxes marked 1-12, 13-24 or 25-36. These bets pay 2 to 1. If the zero or double zero comes up you lose.

Column bets are also 12 number bets. Instead of 12 consecutive numbers they consist of the numbers in one of the three vertical columns and are made in the boxes at the bottom of the layout. These bets pay 2 to 1 as well. **The Dealer**

Dealers are required to keep the wheel moving at all times, even between spins. They spin the ball in the opposite direction of the wheel. This causes the ball to jump and spin before landing on a number.

The dealer marks the winning number with a marker. You are not allowed to place your bet for the next spin until the dealer

0	00	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36				
		1 to 12										13 to 24										25 to 36																			
		1 to 18										even										odd										19 to 36									

Roulette layout



48 hours in
Las Vegas

Where to stay, where
to dine and what to
do in Vegas.

Go to main page >

removes the marker from the previous winning number. Make sure you wait for them to pick it up before putting down your chips.

Playing Tips

Roulette has a high house edge but if you play at a full table you will only get about 30 spins an hour which slows down the time your money is exposed to the house edge. It will also increase your comp time.

If the number you want to bet is covered is already covered with chips, don't worry. It is permissible to stack your chips on top of the other chips. This is another reason why each player has their own color chips.

You are allowed to place bets after the dealer spins the ball. The dealer will tell you when to stop. As the ball slows down the dealer will wave their hand over the table and call out "No More Bets."

Some people claim that they have a sure fire system for winning at Roulette. The truth is there is no system that will change the house edge. Don't waste your money buying a Roulette system.

Roulette

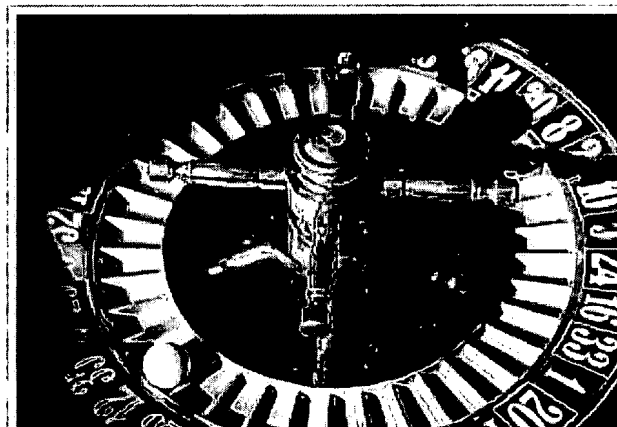
From Wikipedia, the free encyclopedia

Roulette is a casino and gambling game named after the French word meaning "small wheel". In the game a croupier spins a wheel in one direction, then spins a ball in the opposite direction around a tilted circular surface running around the circumference of the wheel. The ball eventually falls on to the wheel and into one of 37 (in European Roulette) or 38 (in American Roulette) colored and numbered pockets on the wheel.



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A European Roulette wheel.

Wheel layout *

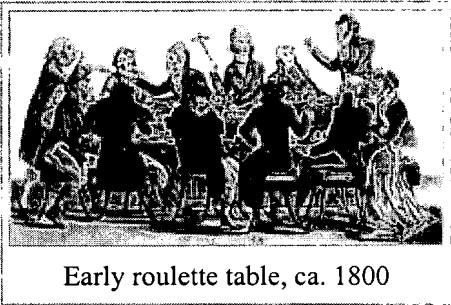
The main pockets are numbered from 1 to 36 alternating between red and black, but the pockets are not in numerical order around the wheel, and there are instances of consecutive numbers being the same color. There is a green pocket numbered 0, and in American Roulette there is also a second green pocket marked 00.

Betting

Players can place a variety of 'inside' bets (selecting the number of the pocket the ball will land in, or range of pockets based on their position), and 'outside' bets (including bets on various positional groupings of pockets, pocket colors, or whether it is odd or even). The payout odds for each type of bet is based on its probability. There are usually posted rules for table minimum and maximum bets, and these rules usually apply separately for all of a players 'inside' and

History

The first form of roulette was devised in 17th century France, by the mathematician Blaise Pascal, who was supposedly inspired by his fascination with perpetual motion devices. The game has been played in its current form since as early as 1796 in Paris. ^[1] In 1842, fellow Frenchmen François and Louis Blanc added the "0" to the roulette wheel in order to achieve a house advantage. In the early 1800s, roulette was brought into the U.S. where, to further increase house odds, a second zero, "00", was introduced. (In some forms of early American roulette the double-zero was replaced by an American Eagle.) In the 1800s, roulette spread all over both Europe and the U.S., becoming one of the most famous and most popular casino games. Some call roulette the "King of Casino Games", probably because it was associated with the glamour of the casinos in Monte Carlo. (François Blanc actually established the first casinos there.)



A legend tells, François Blanc, who supposedly bargained with the devil to obtain the secrets of roulette. The legend is based on the fact that if you add up all the numbers on the roulette wheel (from 1 to 36), the resulting total is "666", which is the "Number of the Beast".

Board depiction (American Roulette)

		0	↔	00	
1-18	1st 12	1	2	3	←
		4	5	6	←
odd		7	8	9	←
		10	11	12	←
red	2nd 12	13	14	15	←
		16	17	18	←
blk		19	20	21	←
		22	23	24	←
even	3rd 12	25	26	27	←
		28	29	30	←
19-36		31	32	33	←
		34	35	36	←
		↑	↑	↑	

Types of bets

Inside Bets

- *Straight*: a single number. The chip is placed entirely on the middle of a number square.
- *Split*: a bet on two adjoining numbers, either on the vertical or horizontal (as in 14-17 or 8-9). The chip is placed on the line between these numbers.
- *Street*: a bet on three numbers on a single horizontal line. The chip is placed on the edge of line of a number at the end of the line (either the left or the right, depending on the layout).
- *Corner* (or square): a bet on four numbers in a square layout (as in 11-12-14-15). The chip is placed at the horizontal and vertical intersection of the lines around the numbers.
- *Sixline* (or 'sixaine'): a bet on two adjoining streets, with the chip placed at the corresponding intersection, as if in between where two street bets would be placed.

Outside Bets

- *Even Money Bets*: a bet on 18 numbers. This is placed in the a box representing the attribute (black/red/low/high/even/odd) that you wish to bet on.
- *Group Bets*: a bet on the first, second, or third group of twelve numbers.
- *Column*: a bet on all 12 numbers on any of the three vertical lines (such as 1-4-7-10 on down to 34). The chip is placed on the space below the final number in this string.

Bet odds table (American Roulette)

(in addition to the mentioned payout the bet is returned)

Bet name	Winning spaces	Payout	Odds of winning (against)	Expected value (on a \$1 bet)
0	0	35 to 1	37 to 1	-\$0.053
00	00	35 to 1	37 to 1	-\$0.053
1	1	35 to 1	37 to 1	-\$0.053
2	2	35 to 1	37 to 1	-\$0.053
...
36	36	35 to 1	37 to 1	-\$0.053
Row 00	0, 00	17 to 1	18 to 1	-\$0.053
Row 3	1, 2, 3	11 to 1	11.667 to 1	-\$0.053
Row 6	4, 5, 6	11 to 1	11.667 to 1	-\$0.053
Row 9	7, 8, 9	11 to 1	11.667 to 1	-\$0.053
...
Row 36	34, 35, 36	11 to 1	11.667 to 1	-\$0.053
five number bet	0, 00, 1, 2, 3	6 to 1	6.6 to 1	-\$0.079
Column 1	1, 4, 7, ..., 34	2 to 1	2.167 to 1	-\$0.053
Column 2	2, 5, 8, ..., 35	2 to 1	2.167 to 1	-\$0.053
Column 3	3, 6, 9, ..., 36	2 to 1	2.167 to 1	-\$0.053
First 12	1, 2, 3, ..., 12	2 to 1	2.167 to 1	-\$0.053
Middle 12	13, 14, 15, ..., 24	2 to 1	2.167 to 1	-\$0.053
Last 12	25, 26, 27, ..., 36	2 to 1	2.167 to 1	-\$0.053
Odd	1, 3, 5, ..., 35	1 to 1	1.111 to 1	-\$0.053
Even	2, 4, 6, ..., 36	1 to 1	1.111 to 1	-\$0.053

Red	1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36	1 to 1	1.111 to 1	-\$0.053
Black	2, 4, 6, 8, 10, 11, 13, 15, 17, 20, 22, 24, 26, 28, 29, 31, 33, 35	1 to 1	1.111 to 1	-\$0.053
1 to 18	1, 2, 3, ..., 18	1 to 1	1.111 to 1	-\$0.053
19 to 36	19, 20, 21, ..., 36	1 to 1	1.111 to 1	-\$0.053

Note also that 0 and 00 are neither odd nor even in this game.

House edge

The **house average** or **house edge** (also called the expected value) is the amount the player loses relative to any bet made, on average. If a player bets on a single number in the American game there is a probability of 1/38 that the player wins 35 times the bet, and a 37/38 chance that the player loses their bet. The expected value is:

$$-1 \cdot 37/38 + 35 \cdot 1/38 = -0.0526 \text{ (5.26\% house edge)}$$

For European roulette, a single number wins 1/37 and loses 36/37:

$$-1 \cdot 36/37 + 35 \cdot 1/37 = -0.0270 \text{ (2.70\% house edge)}$$

In roulette the house has the same edge on all other kinds of bets also, because the pay outs are always set as if the zero square(s) did not exist. The only exception are the five numbers bet where the house edge is considerably higher (7.89% on an American wheel) and the 'even money' bets in the some European games, where the house edge is halved because only half the stake is lost when a zero comes up.

The house edge should not be confused with the **hold**. The hold is the total amount of cash the table changes for chips, minus the chips taken away from the table. It may be significantly more than 5.26%/2.70% of all players money because players are making repeated bets after winning and losing portions of their total money. A player with a certain total amount of money may not win or lose all their money instantly, such that the total of all bets they make will often be greater than the total of the money they actually started with. The house edge applies to each bet made not the total money, which means the player can end up losing significantly more than 5.26% of his starting money.

For example it is likely that a player with \$100 making \$10 bets on red will be able to bet more than 10 times, because sometimes he wins. He may end up betting a total of 20 times on red. This means the expected value is $20 \cdot \$10 \cdot 5.26\% = \10.52 , over 10% of his money is now in the 'hold' despite the game having a 5.26% house advantage. A player who continually bets until they run out of money will give the house 100% hold.

Called (or call) bets

There are a number of series in roulette that have special names attached to them.

These are placed by betting a set amount per series (or multiples of that amount).

They are based on the way in which certain numbers lie next to each other on the roulette wheel. Not all casinos offer these bets, and some may offer additional bets or variations on these.

Voisins du Zero ("Neighbours of Zero")

This is a name for the numbers which lie between 22 and 25 on the wheel including 22 and 25 themselves. The series is 22,18,29,7,28,12,35,3,26,0,32,15,19,4,21,2,25 (on a single zero wheel).

9 chips or multiples thereof are bet. 2 chips are placed on the 0,2,3 street; 1 on the 4/7 split; 1 on 12/15; 1 on 18/21; 1 on 19/22; 2 on 25/26/28/29 corner; and 1 on 32/35.

Tiers ("The third")

This is the name for the numbers which lie on the opposite side of the wheel between 27 and 33 including 27 and 33 themselves. The series is 27,13,36,11,30,8,23,10,5,24,16,33 (on a single zero wheel).

6 chips or multiples thereof are bet. 1 chip is placed on each of the following splits: 5/8; 10/11; 13/16; 23/24; 27/30; 33/36.

A variant known as "Tier 5,8,10,11" has an additional chip placed straight up on 5, 8, 10 and 11; and so is a 10-piece bet.

Orphelins ("Orphans")

These numbers make up the two slices of the wheel outside the Tiers and Voisins. They contain a total of eight numbers, the Orphans comprising 17,34,6 and the Orphelins being 1,20,14,31,9.

5 chips or multiples thereof are bet. 1 chip is placed straight-up on 1 and 1 chip on each of the splits: 6/9; 14/17; 17/20 and 31/34.

"xx and the Neighbours"

A number may be backed along with the 2 numbers on either side of it in a 5 piece bet. For example, "0 and the Neighbours" is a 5 piece bet with 1 piece straight-up on 3, 26, 0, 32 and 15. Neighbours bets are often put on in combinations, for example "1, 9, 14 and the neighbours" is a 15 piece bet covering 18, 22, 33, 16 with 1 piece; 9, 31, 20, 1 with 2 pieces and 14 with 3 pieces.

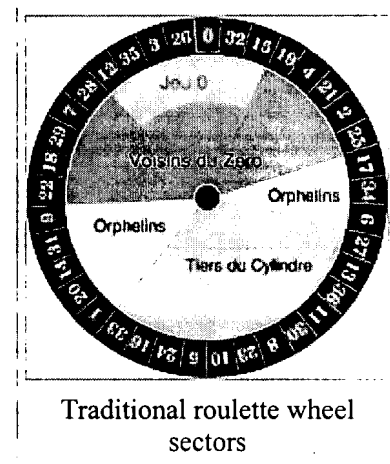
Any of the above bets may be combined, eg "Orphelins by 1 and Zero and the Neighbours by 1." The "...and the Neighbours." is often assumed by the Croupier.

Betting strategies and tactics

Albert Einstein is reputed to have stated, "You cannot beat a roulette table unless you steal money from it."

Nevertheless, the numerous even-money bets in roulette have inspired many players over the years to attempt to beat the game by using one or more variations of a Martingale betting strategy, wherein the gamer doubles the bet after every loss, so that the first win would recover all previous losses, plus win a profit equal to the original bet. As the referenced article on Martingales points out, this betting strategy is fundamentally flawed in practice and the inevitable long-term consequence is a large financial loss. Another strategy is the Fibonacci system, where bets are calculated according to the Fibonacci sequence. Regardless of the specific progression, no such strategy can statistically overcome the casino's advantage.

While not a strategy to win money, *Los Angeles Times* editor Andres Martinez described an enjoyable roulette betting method in his book on Las Vegas entitled "24/7". He called it the "dopey experiment". The idea is to divide one's



Traditional roulette wheel sectors

roulette session bankroll into 35 units. This unit is bet on a particular number for 35 consecutive spins. Thus, if the number hits in that time, the gambler wins back the original bankroll and can play subsequent spins with house money. However, there is only a $(1 - (37 / 38)^{35}) * 100\% = 60.68\%$ probability of winning within 35 spins (assuming a double zero wheel with 38 pockets).

There is a common misconception that the green numbers are "house numbers" and that by betting on them one "gains the house edge." In fact, it is true that the house's advantage comes from the existence of the green numbers (a game without them would be statistically fair); however, they are no more or less likely to come up than any other number.

Various attempts have been made by engineers to overcome the house edge through predicting the mechanical performance of the wheel, most notably by Joseph Jagger, the man who broke the bank at Monte Carlo in 1873. These schemes work by determining that the ball is more likely to fall at certain numbers. Claude Shannon, a mathematician and computer scientist best known for his contributions to information theory, built arguably the first wearable computer to do so in 1961. ^[2]

To try to prevent exploits like this, the casinos monitor the performance of their wheels, and rebalance and realign them regularly to try to keep the result of the spins as random as possible.

More recently Thomas Bass, in his book *The Newtonian Casino* 1991, has claimed to be able to predict wheel performance in real time. He is also the author of *The Eudaemonic Pie*, which describes the exploits of a group of computer hackers, who called themselves *the Eudaemons*, who in the late 1970s used computers in their shoes to win at roulette by predicting where the ball would fall.

In the early 1990s, Gonzalo Garcia-Pelayo used a computer to model the tendencies of the roulette wheels at the Casino de Madrid in Madrid, Spain. Betting the most likely numbers, along with members of his family, he was able to win over one million dollars over a period of several years. A court ruled in his favor when the legality of his strategy was challenged by the casino.

In 2004, it was reported that a group in London had used mobile cameraphones to predict the path of the ball, a cheating technique called sector targeting. ^[3] In December 2004 court adjudged that they didn't cheat because their special laser cameraphone and microchip weren't influencing the ball - they kept all £1.3m. ^[4]

Betting only on red

One conceivable strategy would be to bet on the ball landing in a red space for a certain number of spins, for example, 38.

There are 18 red spaces on a roulette table with 38 total spaces. Dividing 18 by 38 yields a probability of landing on red of 47.37%. This probability can be used in a binomial distribution and made into an approximate standard normal distribution.

Doing so indicates that, if one were to spin the wheel 38 times, there is a 99% probability that the ball would land on red at least 10 times. There is an 83% probability that in 38 spins, the ball will land on red at least 15 times. Out of 38 spins, there's a 50% chance that 18 will be red.

However, the break-even point is 19 spins, since the bet on red is 1:1, and the probability of 19 red spins in 38 is only 37%. This indicates the difficulty of winning by only betting on red.

The results occur because, as indicated by the 18 divided by 38 equals 47.37% figure, the ball will land on red less than half the time. This percentage applied in the binomial and standard normal distributions creates the vast divide in probability from 18 red spins to 19 red spins out of 38 spins. Basically, it is very unlikely for anyone to spin much more than 18 red spins out of 38 spins.

Betting multiple times

This type of bet is a combination of the red bet and the martingale system. The difference is that this bet also includes the odd. This strategy starts off with a bet of 1 on each the red and the odd (or you can do the black and even). Each bet is treated separately. When one bet loses, it is doubled. When one bet wins, it gets set it back to 1. The reason that this technique keeps the player in the game so long is that there is almost a 25% chance of winning both the red and the odd and there is almost a 50% chance of breaking even (win one bet and lose the other). Of course, in order for this method to last, the player would need an unlimited source of money, and a casino with another one to boot. In reality, this method backfires when the player can't bet any longer and loses. The loss that this causes is possibly hundreds of times bigger than a loss made when starting. Also, in the long run, because the house still has an edge, the player will lose money just like with all other "unbeatable" casino games.

Using the dozen bet

There are two versions to this system, single dozen bets and double dozen bets. In the single dozen bet version, the player uses a progressively incrementing stake list starting from the casino table minimum, to the table maximum. The aim here is to use a single dozen bet to win before the stake list ends. Many techniques are employed such as: betting on the same dozen to appear after two consecutive appearances, betting on the dozen that has appeared most in the last 15, 9, or 5 spins, betting on the dozen that, after a long absence of 7 or more spins, appears for the first time. The double dozen bet version uses two dozen bets and half the stake list size of the single dozen bet version.

1st and 3rd column strategy

One bet of 2 pieces on the 1st column and one bet of 2 pieces on the 3rd column covers most of the red numbers on the table. One bet of 2 pieces on the black will provide insurance for occurrence of black. This betting system covers all numbers except for the 4 red numbers in the middle column and the zero. If the result is a red number in either the 1st or 3rd column, the player only breaks even. If the result is red in the middle column the player loses 6 pieces. If the result is black and in the middle column, the player loses 2 pieces. If the result is a black in the 1st or 3rd column, the player wins 4 pieces.

Famous bets

- In 2004, Ashley Revell of London sold all of his possessions, clothing included, and brought US\$135,300 to the Plaza Hotel in Las Vegas and put it all on "Red" at the roulette table in a double-or-nothing bet. The ball landed on "Red 7" and Revell walked away with his net-worth doubled to \$270,600.
- In the 1942 film *Casablanca*, Rick's *Café Americain* has a trick roulette wheel. The croupier can cause it to land on 22 at will. Rick (Humphrey Bogart) urges a Bulgarian refugee with whose case he becomes sympathetic to put his last three chips on 22 and motions to the croupier to let him win. After the man's number dramatically comes up, Rick tells him to let it all ride on 22 and lets him win again. Although the details are not mentioned in the film (the croupier only notes that they are "a couple of thousand" down), it appears that Rick has given the man 3885 ((3*36*36)-3) francs.
- In the music video for Palace & Main by Kent, guitarist Harri Mänty goes to Las Vegas and bets the entire video budget on black. He wins, and the profits were donated to charity.
- In the third part of the 1998 film *Run, Lola, Run*, Lola uses all her money to buy a 100-mark chip. (She is actually just short of 100 marks, but gains the sympathy of a casino employee who gives her the chip for what money she has.) She bets her single chip on 20 and wins. She lets her winnings ride on 20 and wins again, making her total winnings 129,600 marks (29,600 more than her smuggler boyfriend owed his boss, Ronnie).

- In the *South Park* episode "Red Man's Greed", the town, facing destruction at the hands of Native Americans, bets \$10,000 to raise money to save the town. They win, but let it ride, and lose all of it.

See also

- Russian roulette
- Straperlo
- The Red Snake Roulette Bet
- Live Roulette TV
- Bauernroulette

References

1. ^ Roulette Hero (<http://www.roulettehero.com/>)
2. ^ http://c2000.cc.gatech.edu/classes/cs8113c_99_spring/readings/thorp.pdf
3. ^ <http://news.bbc.co.uk/1/hi/uk/4071289.stm>
4. ^ http://www.gamblinggates.com/News/07122004/Ritz_Roulette_Scam24041.html

External links

- Roulette Simulator: See Roulette Odds In Action and Test Roulette Systems (<http://www.lonniebest.com/Roulette>)
- Encyclopaedia Britannica, Roulette - full-access article (<http://www.britannica.com/eb/article-9064218/roulette>)
- Roulette odds and probabilities (<http://probability.infarom.ro/roulette.html>)

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Category: Roulette and wheel games

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Roulette

Applies To: Hoyle® Casino (2004), Hoyle® Casino (2006)

How the Game Is Played

The American Roulette wheel, used in Hoyle Casino, is divided into 38 sections (European wheels have 37 sections), each of which has walls to hold a small ball where it lands after the wheel is spun. The sections are numbered from 1 to 36 (half red and half black, half odd and half even), plus two green sections marked 0 and 00. European wheels have only the 0 green section. The addition of the 00 section greatly increases the odds in favor of the house.



Numbers 1 to 18 are considered the lows; numbers 19 to 36 are the highs. Roulette is a banking game; all bets are placed against the house. As many players are allowed to play as can get close enough to the table to bet. Players bet on the layout for a number, group of numbers, or color which they expect to win. After all bets are placed for that turn, the dealer tosses the ball along the rim of the wheel. After the ball comes to rest in a winning number, the bank pays or collects from each bettor.

Bets can then be placed again for the next spin.

The chips' values are set for the table. For example, if you are playing a \$5 table, each of your chips will be valued as \$5.

You can place a bet before every spin of the wheel. The bet you make must meet the minimum bet requirement for the table. You can place as many chips on the table at a time as you like (up to the maximum limit).

Roulette Odds

The following odds are in effect for Roulette bets:

1. Winning bet on red, black, low 1 to 18, high 19 to 36, even, or odd; the bank pays even money.
2. Winning bet on the down (1 to 12, 13 to 24, or 25 to 36), or on the column in which the winning number falls; the bank pays 2 to 1.
3. Winning bet on the number itself; the bank pays 35 to 1.
4. Bet on either of two numbers, one of which wins; the bank pays 17 to 1.
5. Bet on three numbers, one of which wins; the bank pays 11 to 1.
6. Bet on four numbers, one of which wins; the bank pays 8 to 1.
7. Bet on five numbers (0, 00, 1, 2, and 3 only), one of which wins; the bank pays 6 to 1.
8. Bet on six numbers, one of which wins; the bank pays 5 to 1.
9. When a zero or double zero comes up, the house pays bets on the zero (or double zero), or on the zero (or double zero) and any other adjacent numbers in combination with it, but collects on all other bets.

Roulette Bets

The two types of bets allowed on the Roulette layout are Combination bets and straight bets. You need to know both bet types to be able to play the game.

Combination Bets

Combination bets refer to the bets you make by placing your chip on the lines between the marked boxes to include more than one box in the bet. These bets have different odds than the straight bets.

Inside bets (or straight up). Pay 35 to 1. Place a chip on any single number.

Split bets. Pay 17 to 1. Place a chip on the line between any two adjacent numbers. If either number comes up, you win.

Street (Trio or Three number) bets. Pay 11 to 1. Place a chip on the horizontal line across the top of the layout on any of the twelve columns of three numbers. You get all the numbers in that street.

Quad (Corner) bets. Pay 8 to 1. Place a chip between any four number groupings (for example 4, 5, 7, 8), and you get all four numbers in that group.

Quint bet. Pays 6 to 1. The only possible five number grouping in the Roulette layout is 0, 00, 1, 2, 3. Place the chip on the upper horizontal line between the 00

and the 3. This bet favors the house by almost 8 percent.

Double Street (Six number) bets. Pay 5 to 1. Place a chip on the outside line between adjacent streets to get all six numbers in the double streets.

Straight bets

A straight bet is any bet you make by placing your chip outside the 36 numbers marked on the layout.

Dozen bets. Pay 2 to 1. Place a chip in the 1st 12 (1 to 12), 2nd 12 (13 to 24), or 3rd 12 (25 to 36).

Column bets. Pay 2 to 1. Place a chip in a box at the end of one of three columns.

Outside (Even money) bets. These bets pay even money. Place a chip in Odd or Even, Black or Red, High or Low.

Strategies for Winning at Roulette

The payoffs for the Roulette bets are based on a wheel with 36 numbers. For example, if you make a straight up bet on the 13, the payoff is 35 to 1. That would be a great bet, giving you true odds. However, the house must have its edge; the Roulette wheel contains not 36 but 38 numbers, with the 0 and 00 added in. True odds, therefore, for betting the 13 would be 37 to 1, which of course is a better payoff than 35 to 1. The 0 and 00 are also painted green, so that they are losers in the Red and Black bets.

Getting out our calculator, we can determine that these wheel modifications give the house a 5.26 percent advantage on every bet (the only exception to this is the Quint bet, which gives the house almost an 8 percent advantage!).

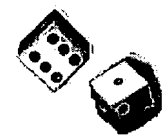
No matter what system of betting you use with Roulette, the bank will get this 5.26 percent in the long run. It is, however, a fact that winning and losing often takes place in streaks. If you have a system and it's actually working for a period of time, stay in while it lasts, then get out as soon as it looks like it's taking a turn for the worse. If you choose to take your chances on Roulette, you should take advantage of being able to place multiple bets on different parts of the layout using straight bets or Combination bets.

Suffice to say, this is more a game of chance than a game of skill. Lay out your chips, then sit back, and enjoy the leisurely pace of the spinning wheel. Maybe you'll be lucky!

Roulette Strategy Highlights

- Avoid the Quint bet, which gives the house a 7.89 percent advantage. In all other Roulette bets, the house advantage is 5.26 percent.

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Las Vegas Roulette Survey
Last update: June 26, 2006

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The following is my survey of roulette rules throughout Las Vegas. The information was gathered by The Bone Man of [nextshooter.com](#) exclusively for this site.

Following is an explanation of each column in the tables.

- Casino: obvious. When a casino is listed more than once generally the more liberal rules have a higher minimum.
- Rules: "Double zero" means the wheel has a zero and double zero, "Single zero" means the wheel has a single zero, "European" means the wheel has a single zero and even money bets lose half when the ball lands in zero.
- House Edge: Ratio of expected loss to wager. Assumes an even money bet under European rules.



Reason #3 why the Wizard likes Bodog:

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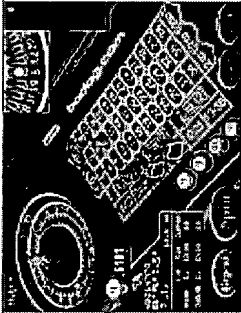
Strip

Casino	Rules	Date Last Checked	House Edge
Aladdin	Double 0	5/20/06	5.26%
Arizona Charlie's East	Double 0	4/29/06	5.26%
Arizona Charlie's West	Double 0	5/12/06	5.26%
Bellagio	Double 0	5/20/06	5.26%
Bellagio	European	5/20/06	1.35%
Bill's Gambling Hall and Saloon	Double 0	5/12/06	5.26%
Big Horn	None	6/12/06	
Binion's	Double 0	5/5/06	5.26%
Boulder Station	Double 0	4/29/06	5.26%
Caesars Palace	Single 0	5/20/06	2.7%
Caesars Palace	Double 0	5/20/06	5.26%
California	Double 0	5/5/06	5.26%
Cannery	Double 0	6/16/06	5.26%
Circus Circus	Double 0	4/29/06	5.26%
El Cortez	Double 0	5/5/06	5.26%

odds to let you play longer and get you a better chance of winning. Among their generous offerings are Full-Pay Jacks or Better returning 99.54%, six other video poker games paying over 99%, single-zero roulette, two blackjack variants with a house edge under 0.2%, and my favorite, Pick 'em Poker, returning 99.95%!


Kudos to Bodog for not being afraid to give their players a good gamble. (Visit Bodog)

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El Dorado	Double 0	6/26/06	5.26%
Ellis Island	Double 0	6/12/06	5.26%
Excalibur	Double 0	5/20/06	5.26%
Fiesta Rancho	Double 0	6/16/06	5.26%
Fitzgeralds	Double 0	5/5/06	5.26%
Flamingo	Double 0	5/12/06	5.26%
Four Queens	Double 0	5/5/06	5.26%
Fremont	Double 0	5/5/06	5.26%
Gold Coast	Double 0	6/1/06	5.26%
Golden Gate	Double 0	5/5/06	5.26%
Golden Nugget	Double 0	5/5/06	5.26%
Hard Rock	Double 0	4/7/08	5.26%
Harrah's	Double 0	5/12/06	5.26%
Hooters	Double 0	5/20/06	5.26%
Hyatt	None	6/26/06	
Imperial Palace	Double 0	5/12/06	5.26%
Jerry's Nugget	Double 0	6/12/06	5.26%
Las Vegas Club	Double 0	5/5/06	5.26%
Las Vegas Hilton	Double 0	6/12/06	5.26%
Las Vegas Hilton	Single 0	6/12/06	2.7%
Luxor	Double 0	5/20/06	5.26%
Main Street Station	Double 0	5/5/06	5.26%
Mandalay Bay	European	5/20/06	1.35%
Mandalay Bay	Double 0	5/20/06	5.26%
MGM Grand	European	5/20/06	1.35%
MGM Grand	Double 0	5/20/06	5.26%
Mirage	Double 0	5/20/06	5.26%
Mirage	European	5/20/06	1.35%
Monte Carlo	Double 0	5/20/06	5.26%
Monte Carlo	Single 0	5/20/06	2.7%
Monte Lago	Double 0	6/26/06	5.26%
Nevada Palace	Single 0	4/29/06	2.7%
New Frontier	Double 0	6/1/06	5.26%
New York New York	Double 0	5/20/06	5.26%
Opera House Gambling Hall	None	6/12/06	
Orleans	Double 0	6/1/06	5.26%
Palace Station	Double 0	6/1/06	5.26%




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Roulette Rules

Roulette is a simple, easy to learn and exciting game. It offers a wide variety of bets and a combination of bets with both long and even odds.

The Roulette wheel has 36 numbers from 1 to 36, a "0", and usually a "00". (Most U.S. casinos have a "00" as well as the "0" which increases the house's edge. If you can find a casino without the "00", it is a better game.) The numbers are alternately colored red and black with the "0" and "00" green.

Play begins when the Players have placed most of their bets by placing chips on the numbered layout. The Dealer then spins the white ball in the opposite direction of the spinning wheel.

Bets may be placed until the ball is ready to leave the track and fall onto the spinning wheel. At this point, the Dealer will call "No more bets." The ball then falls onto a number on the wheel, the Dealer places a marker on the winning number and bets are paid accordingly.

Chips (also known as "checks"), range in value and can be bought in stacks of 20 from the dealer. You determine what the checks are worth when you buy-in and are given a color. Players can make as many bets as they wish and can use roulette checks, chips or money to place their bets. Please note that table minimums are posted at each roulette table and that the checks have no value at other games. So, make sure you cash in your checks before leaving the table.

There are many different bets that can be made on a Roulette table. Players may choose to change numbers on every spin or play favorite numbers. Some people play their birthday, age or just lie them down in random patterns. There is no wrong way to play the numbers - it is up to you.



Several sample bets are listed below along with the typical payout odds for many casinos. Each listed wager is described below too. Before playing at a casino, make sure you understand the house's payout table and wheel configuration ("0" and "00"?) Don't hesitate to ask the casino employees for assistance.

Wager	Payout Odds
Single Number / Straight Up	35 to 1
2 - Number (Split)	17 to 1
3 - Number (Across)	11 to 1
4 - Number (Corner)	8 to 1
6 - Number (Across)	5 to 1
Section (12 Numbers)	2 to 1
Column (12 Numbers)	2 to 1
1 - 18 or 19 - 36	1 to 1
Odd or Even	1 to 1
Color (Red or Black)	1 to 1

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Single Number / Straight Up: Any number on the table. (Example: 00, 5, 22, etc.)

2 - Number (Split): Placing a bet on the line dividing two adjoining numbers on the table. When this bet is placed, you are betting that one of the two numbers will come up. (Example: 13 and 14, 22 and 25)

3 - Number (Across): Placing a bet on any 3 adjoining numbers on a table. To place this bet, place your chips on the line to the left of the first number in the series. (Example: 16, 17, 18. Bet would be placed on the left line of the box around the 16.)

4 - Number (Corner): Placing a bet on four numbers whose position on the table make a square. To place this bet, place your chips on the line in the center of the square. (Example: 11, 12, 14, 15. Bet would be placed in the middle of the square made up by these four numbers.)

6 - Number (Across): Placing a bet on six numbers made up of two rows of three numbers each. To place this bet, place your chips on the line to the left of the first number in the series and between the two rows of numbers. (Example: 31, 32, 33, 34, 35, 36. Bet would be placed on the line to the left of the 31 and 34 and on the line that divides the two rows.)

Section (12 Numbers): There are three different ways to make this bet. You can either bet that the number that comes up will be "1st 12", "2nd 12" or "3rd 12". That is that the number will be in the first group of 12 numbers (1 - 12), the second group (13 - 24) or the third group (25 - 36). Note that none of these groups include the "0" or "00". To place this bet, place your chips in the section marked "1st 12", "2nd 12" or "3rd 12".

Column (12 Numbers): There are three different ways to make this bet too. You can bet that the number that comes up will be in the first column (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34), second column (2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35) or third column (3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36). To place this bet, place your chips in the square at the bottom of the column you wish to bet on.

1 - 18 or 19 - 36: You can bet on whether the number that comes up will be between 1 and 18 or 19 and 36. Note that neither of these bets include the "0" or "00". To place this bet, place your chips on the section marked "1 to 18" or "19 to 36".

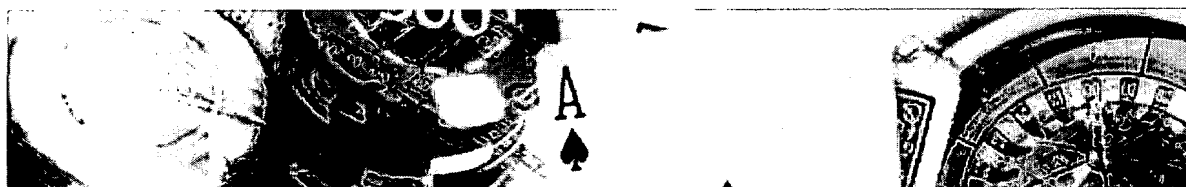
Odd or Even: You can bet on whether the number that comes up is an odd or even number. Note that neither of these bets include the "0" or "00". To place this bet, place your chips on the section marked "Odd" or "Even".

Color (Red or Black): You can bet on what color the number that comes up will be. Note that neither of these bets include the "0" or "00" since these numbers are green. To place this bet, place your chips on the section marked "Red" or "Black".

Need more help? Visit the [Roulette Books](#) page.

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GAME RULES

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Roulette (single player)

Rule Authority:

Roulette is played with Atlantic City Gaming rules and an American Roulette wheel with 36 numbers plus 0 and 00.

Authority: New Jersey Casino Control Commission. Rule Exceptions: None.

Premise:

The game of Roulette is played by spinning a small ball on a round wheel with thirty-eight numbered slots. When the wheel stops, the ball comes to rest in one of these slots. The object of Roulette is to correctly predict the slot in which the ball will land. By predicting the right number, you earn a payoff on your bet. The size of the payoff depends on how the bet was placed.

How to Play:

Betting: Your chips are stacked by denomination (\$1, \$5, \$25, \$100, \$500) at the bottom of the screen above the game menu. Select the amount you would like to wager on a given hand by clicking the left mouse button on the chip of that denomination. This activates that specific chip denomination. Next, place your bet on the Roulette table by clicking on a bet field. To specify a bet that is not equal to an existing chip denomination, simply click on another chip denomination after placing your previous chip on the table. For example, to bet \$30, click on the \$25 chip and place it on the table then click on the \$5 chip and place it on top of the \$25 chip. You may repeat your last bet by simply hitting the "0" button of your numeric keyboard. Other numeric keyboard shortcuts are summarized below.

Depending on where you choose to place your chips, you can "cover" (bet on) anywhere from one to eighteen numbers with a single bet. If you place a wager that is lower than the minimum table bet limit, a messagebox will be displayed asking you to adjust your bet amount.

You can spin the roulette wheel by pressing the "SPIN" button in the bottom left corner of the screen or by clicking on the roulette wheel. The history of the previous winning numbers is displayed in a table above the Game Menu. There are three different colored numbers in the history table. The yellow colored numbers mean that they belong to the black set of numbers. The red colored numbers mean they belong to the red set of numbers and the green colored numbers are either '0' or '00'. The "PASS" button may be used to spin the wheel without putting a bet on the table.

You can place nine different kinds of bets on the Roulette table. Each type of bet covers a certain range of numbers, and each type has its own payoff rate. The short lines of three numbers each are called rows on the board, while the longer lines, each holding twelve, are called columns. The first six types of bet are all made on the numbered space or on the lines between them and are called inside bets, while the last three types are made on the special boxes below and to the right of the board and are called outside bets.

These bets are tabulated below:



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Fun & Games



Bet Type	Explanation
Straight Up	Place your chips directly on any single number (including zero and double-zero).
Split Bet	Place your chips on the line between any two numbers.
Street Bet	Place your chips at the end of any row of numbers. A street bet covers three numbers.
Corner Bet	Place your chips at the corner where four numbers meet. All four numbers are covered.
Five Bet	This bet can be made in only one place and covers five numbers: zero, double zero, one, two and three. Place your chips at the end of the row between the numbers 00 and 3.
Line Bet	Place your chips at the end of two rows at the intersection between them. A line bet covers all the numbers in either row, for a total of six.
Column Bet	Placing a chip in one of the boxes marked "2 to 1" at the end of the columns covers all the numbers in that column, a total of twelve. (Neither the zero nor the double zero are covered by any of the columns).
Dozen Bet	Placing a chip in one of the three boxes marked "1st 12," "2nd 12," or "3rd 12" covers those twelve numbers.
Red/Black, Even/Odd, 1 to 18/19 to 36	A chip placed in one of the six boxes at the bottom of the board covers the half of the board described in that box. (The zero and double zero are not covered by any of these boxes.) Each box covers eighteen numbers.

Once a spin is complete, the winning number will be noted on the table with a marker. Winning bets will have a "W" chip placed on top of them. Bets on red, black, odd, even, 1 to 18, and 19 to 36 will have a "1/2" chip placed on top of them if a zero or double-zero is rolled to signify that half of the bet is returned according to the zero and double-zero rule.

Zero or Double Zero rule:

When the ball lands on "zero" or "double zero", wagers on red, black, odd, even, 1 to 18, and 19 to 36 are not entirely lost. Instead, each player having made such a bet will lose only half of the original amount bet. For example, if a player places a bet of \$10 on red and a double zero is rolled, the player will lose \$5 and be able to remove the other \$5 from the table.

Payoffs:

Bet	Payoff
1 Number	35 to 1
2 Numbers	17 to 1
3 Numbers	11 to 1
4 Numbers	8 to 1
5 Numbers	6 to 1
6 Numbers	5 to 1
12 Numbers	2 to 1
18 Numbers	1 to 1

Please also note the zero and double-zero rule above.

Betting Limits:



\$5 minimum bet (can be spread out on the table - i.e. 5 \$1 bets).
\$300 maximum bet.

Setting your table bet limit:

You may also set your table bet limit below the maximum specified limit by selecting Bet Options from the Game Menu. The Modify Table Bet Limit window will appear on the screen. To reduce your maximum table bet limit type in the new limit in the appropriate box and confirm it by typing your PIN in the box below. Click on the OK button to complete the update. Please be aware that you can modify your table bet limit no more than once per week (Friday 12:00 AM EST) and that using the Modify Table Bet Limit function affects the bet limit for all games and not just the game that you are currently playing.

Numeric Keyboard Shortcuts:

Keyboard Entry	Action
0	Repeat last bet
Enter	Spin
Up Arrow	Increase bet by \$1
Down Arrow	Decrease bet by \$1
"Shift + Up Arrow"	Increase bet by \$10
"Shift + Down Arrow"	Decrease bet by \$10
"." on Keypad	Remove all bets

For keyboards without keypads, you must use the "Fn" key plus the shortcuts above (e.g. Fn + Enter). Please note that these keyboard shortcuts are offered as a suggestion only. Some computers behave differently than others and therefore we cannot guarantee that the shortcuts will apply to all computers.

Note:

You may turn on/off the Sound, Voice and Animation during the game by clicking on the Options button located in the lower left-hand area of the console. The setting is turned on when the checkbox is checked and it is turned off when the checkbox is unchecked. You must exit and re-enter the game to activate the Animation feature.

References:

For further information on roulette, please consult the following references:

Allen, J. Edward. The Basics of Winning Roulette, Cardoza Pub., 1992.
Golleshan, John. All About Roulette, Perigee, 1987.

Jensen, Marten. Secrets of Winning Roulette, Cardoza Pub., 1998.

Patrick, John. John Patrick's Roulette : A Pro's Guide to Managing Your Money and Beating the Wheel, Lyle Stuart, 1996.

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Casino Chance

online casino

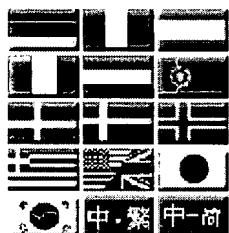
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Roulette

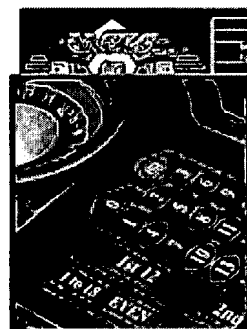


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Video Poker Rules

Las Vegas Roulette Rules

Roulette comes from the French term for "small wheel". Variations of wheeled games have been around for millennia. Legend has it that Roman soldiers tipped their chariots over to play games on the spinning wheel as a diversion between campaigns, and others tell of monks bringing a wheeled game back from China in the middle ages. By all accounts, roulette became widespread in Europe during the 18th and 19th centuries, especially in France and Monte Carlo.



Today, the roulette wheel is perhaps the best internationally recognized icon symbolizing the glamour, excitement and prestige of high-class casino gaming.

American Roulette wheels are divided into 38 evenly spaced slots numbered 0, 00 and 1 through 36. The zero slots are green and the other numbers are either red or black. The evenly balanced wheel, usually made of polished wood, turns on a spindle. The dealer spins the wheel in one direction and releases a small ivory ball in the opposite direction into the outer edge of the wheel, where it circles many times before slowing down. As the ball loses momentum it falls toward the center of the wheel and drops into one of the slots. It may bounce around from slot to slot but eventually it settles into a single slot to end that round of the game.

*

The fascination of the game comes from the many ways to place a bet and the excitement and anticipation of watching the ball fall into a slot.

Game Play:

Players make bets against the House by placing chips in various boxes or on the lines between the boxes on the layout table.

The "Spin" button will not become active until at least one bet is placed on the layout. Players can place additional bets, modify existing bets or move chips from one location to another. The "Re-bet" button will place the same amount of chips on the same bets as you had on the previous spin. Once all desired bets are placed, players click the "Spin" button to spin up the wheel and release the ball. After a few seconds, the ball begins to fall toward the center as the wheel slows down. When the ball comes to rest in one of the slots all bets are settled.

The result of each spin is displayed in the tally board on the left side of your screen, with most recent results appearing at the bottom.

Losing bets will be cleared from the layout and winning bets will be paid according to the following table:

Roulette Payout Table

Inside Bets	Odds Paid
Single number	35:1
Split (two numbers)	17:1
Row (three numbers)	11:1
Triple (three numbers)	11:1
Corner (four numbers)	8:1
Top Line (First 5 numbers: 0, 00, 1, 2, 3)	6:1
Line (six numbers in two adjacent Rows)	5:1
Outside Bets	Odds Paid

1st, 2nd or 3rd Column (12 numbers)	2:1
1st, 2nd or 3rd Dozen	2:1
Red or Black	1:1
Odd or Even	1:1
Low Half (1-18) or High Half (19-36)	1:1

Inside Bets are bets placed inside the grid of numbers on the layout table. They include:

- **Single** — placing a bet on individual numbers (like 00, 4, 23 or 35). Winning singles bets are paid at 35-to-1.
- **Split** — placing a bet on the line between two numbers (like 2 & 3, or 13 & 16). If the ball lands on either number, the odds paid are 17-to-1.
- **Row** — placing a bet on the first vertical line in a horizontal row of three numbers (like 7, 8, 9). If the ball lands in any one of the numbers in a row, the odds paid are 11-to-1.
- **Triple** — placing a bet the intersection of 0, 2, 00. If the ball lands on any one of these three numbers, the odds paid are 11-to-1.
- **Corner** — placing a bet on the corner of a group of four numbers (such as 19, 20, 22, 23). If the ball lands on any one of the four numbers, odds are paid at 8-to-1.
- **Top Line** — the first 5 numbers at the top of the grid (0, 00, 1, 2, 3). If the ball lands in any one of these five spots, odds are paid at 6-to-1. To make this bet, place your chips on the left-hand side of the grid at the horizontal line separating the 0, 00 row from the 1, 2, 3 row.
- **Line** — is a group of six numbers in two adjacent rows, all touching the same grid line. For example, 28, 29, 30 and 31, 32, 33 make up a Line. If the ball lands on any one of the six numbers in the Line, odds are paid at 5-to-1. To make a Line bet, place your chips on the horizontal street line at the left-hand edge of the grid.

Outside Bets are bets placed outside the grid of numbers on the layout table. They include:

- **Columns** — a vertical column of numbers in the grid (for example; 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36). You place your bet outside the grid at the bottom of the column, in the boxes marked with "2 to 1". If any one of the numbers in the column comes up, odds are paid at 2-to-1. Columns do not include either 0 or 00.
- **Dozens** — either the first, second or third dozen non-zero numbers (1-12, 13-24 and 25-36, respectively). If the ball lands in one of the twelve numbers in a dozen, the odds paid are 2-to-1.
- **Red/Black** — bet on whether the winning number is red or black. Winning bets are paid at 1-to-1.
- **Odd/Even** — bet on whether the winning number is odd or even (excluding 0, 00). Winning bets are paid at 1-to-1.
- **High/Low** — bet on whether the winning number is in the low half (1-18) or the high half (19-36). Winning bets are paid at 1-to-1.

For example, if you have a winning bet of \$20 on a single number (paid at 35-to-1)

you will get back your original bet of \$20 plus 35 times your bet of \$20 (\$700) for a total win of \$720. As another example, if you have a winning bet of \$100 on color Red (1-to-1 odds), you will get back your original bet of \$100 plus another \$100 for a total win of \$200.

Players cannot wager more than the maximum for any particular bet in any one round of the game. Roulette has two sets of maximum limits: one for inside bets and one for outside bets (see Bet Type Table below). Minimum and maximum limits are posted at the bottom center of the screen. Note that you can wager the maximum on more than one bet per spin.

Roulette Bet Type Table

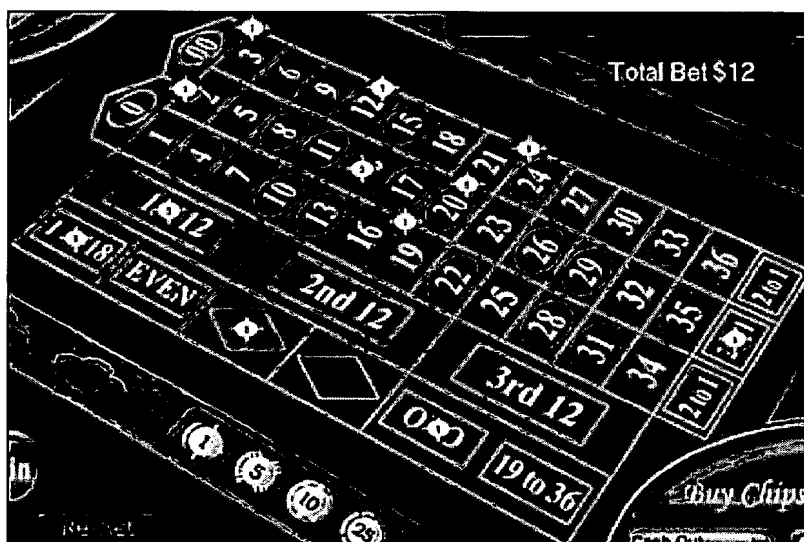
Inside Bets

- Single number
- Split (two numbers)
- Row (three numbers)
- Corner (four numbers)
- Top Line (First 5 numbers: 0, 00, 1, 2, 3)
- Line (six numbers in two adjacent Rows)

Outside Bets

- 1st, 2nd or 3rd Column (12 numbers)
- 1st, 2nd or 3rd Dozen
- Red or Black
- Odd or Even
- Low Half (1-18) or High Half (19-36)

The chips placed on the table layout below give an example of each bet:



Appendix C

Games

European Roulette Rules

- [Premise](#)
- [How to Play](#)
- [Zero Rule](#)
- [Payoffs](#)
- [Numeric Keyboard Shortcuts](#)
- [References](#)

Premise


The game of European Roulette is played by spinning a small ball on a round wheel with thirty-seven numbered slots. When the wheel stops, the ball comes to rest in one of these slots. The object of European Roulette is to correctly predict the slot in which the ball will land. By predicting the right number, you earn a payoff on your bet. The size of the payoff depends on how the bet was placed.



How to Play


Your chips are stacked by denomination (\$1, \$5, \$25, \$100, \$500) at the bottom right-hand corner of the screen. Select the amount you would like to wager on a given roll(s) by clicking the left mouse button on the chip of that denomination. This activates that specific chip denomination. Next, place your bet on the Roulette table by clicking on a bet field. To specify a bet that does not equal to an existing chip denomination, simply click on another chip denomination after placing your previous chip on the table. For example, to bet \$30, click on the \$25 chip and place it on the table then click on the \$5 chip and place it on top of the \$25 chip. You may repeat your last bet by simply hitting the "0" button of your numeric keyboard. Other numeric keyboard shortcuts are summarized below.

To place a bet in European Roulette, place your chips on the table as described above. Depending on where you choose to place your chips, you can "cover" (bet on) anywhere from one to eighteen numbers with a single bet.

You can spin the roulette wheel by clicking the "Spin" button at the bottom of the screen or by clicking on the roulette wheel. The history of the previous winning numbers is displayed in a table above the game menu. There are three different colored numbers in the history table. The Yellow colored numbers mean that they belong to the Black set of numbers. The Red colored numbers mean they belong to the Red set of numbers and the Green colored number is '0'. You can also spin the wheel by clicking the "Quick Spin" button at the bottom of the screen. Using the "Quick Spin" button reduces the spin time of the wheel. The "Clear Bet" button at the bottom of the screen resets the bet value to zero. The "Bet +" button, at the bottom of the screen, indicates that clicking on the table will add bets to the table. When this button is clicked it toggles to "Bet -". When this button shows "Bet -" it indicates that clicking on the table will remove that bet from the table.

You can place eight different kinds of bets on the European Roulette table. Each type of bet covers a certain range of numbers, and each type has its own payoff rate. The short lines of three numbers each are called rows on the board, while the longer lines, each holding twelve, are called columns. The first five types of bets are all made on the numbered space or on the lines between them and are called inside bets, while the last three types are made on the special boxes below and to the right of the board and are called outside bets. These bets are tabulated below:

Bet Type	Explanation
Straight Up	Place your chips directly on any single number (including zero) .
Split Bet	Place your chips on the line between any two numbers, including 0-1, 0-2, 0-3.
Street Bet	Place your chips at the end of any row of numbers. A street bet covers three numbers.
Corner Bet	Place your chips at the corner where four numbers meet. All four numbers are covered.
Line Bet	Place your chips at the end of two rows at the intersection between them. A line bet covers all the numbers in either row, for a total of six.
Column Bet	Placing a chip in one of the boxes at the end of the columns covers all the numbers in that column, a total of twelve. (The zero is not covered by any of the columns).
Dozen Bet	Placing a chip in box marked 1st 12 covers numbers 1 to 12, 2nd 12 covers numbers 13 to 24, 3rd 12 covers numbers 25 to 36.
Red/Black, Even/Odd, 1 to 18/19 to 36	A chip placed in one of the six boxes at the bottom of the board described in that box. (The zero is not covered by any of these boxes.) Each box covers eighteen numbers. 1 to 18 covers numbers 1 to 18. 19 to 36 covers numbers 19-36.

Once a spin is complete, the winning number will be noted on the table with a marker. Winning bets will have a "W" placed on top of them.

Zero Rule



Wagers on red, black, even, odd, low, and high shall be lost if the roulette ball comes to rest in the compartment marked zero (0).

Payoffs



Bet	Payoff
1 Number	35 to 1
2 Numbers	17 to 1
3 Numbers	11 to 1
4 Numbers	8 to 1
6 Numbers	5 to 1
12 Numbers	2 to 1
18 Numbers	1 to 1

Please also note the zero rule above.

Numeric Keyboard Shortcuts



Keyboard Entry	Action
0	Repeat last bet
Enter	Spin

"." On Keypad

Remove all Bets

For keyboards without keypads, you must use the "Fn" key plus the shortcuts above (e.g. <Fn>Enter).

Sound

You may turn on/off the sound during the game by clicking on the **Sound button**, represented by a speaker icon, located above the **Player** field. The setting is turned on when the button is green and it is turned off when the button is red.

Help

If you need Help at any time, simply click the **Help button**, represented by a "?", at the bottom right of the game window.

Exiting the Game

To exit the game, simply click the **Exit Game** button. Please note that you will be unable to begin any new games until all incomplete games have finished.

References



For further information on European Roulette, please consult the following references:

Allen, J. Edward. The Basics of Winning Roulette, Cardoza Pub., 1992.

Gollehan, John. All About Roulette, Perigee, 1987.

Jensen, Marten. Secrets of Winning Roulette, Cardoza Pub., 1998.

Patrick, John. John Patrick's Roulette: A Pro's Guide to Managing Your Money and Beating the Wheel, Lyle Stuart, 1996.

Tamburin, Henry. Reference Guide to Casino Gambling, Research Services Unlimited, 1993.

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[Multi Hand Jacks or Better](#)

[Graveyard Bash](#)

[The Vegas Club](#)

[Board Babe](#)

[Cool Bananas](#)

[Goanna Gold](#)

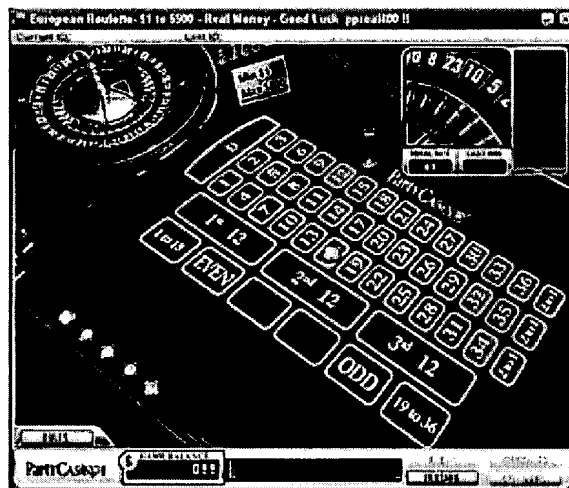
[Golden Eagle](#)

[Golden Gopher](#)

[Hot Roller](#)

[Magic Man](#)

Game Rules



many chips they have covering all or part of the winning number.

Game overview:

The minimum bet is \$1 USD and the maximum is \$500 USD. This maximum is a table limit.

The game rules and payouts are identical in both the real money and play money versions.

How to play:

After selecting the chip, place your bets by clicking on the desired betting spots on the table.

You may place as many bets as you like, within the posted maximum table limit.

To remove a chip from the table, right-click on it.

Your available game balance is show in the bottom left-hand side of the game screen.

The total bet amount placed on different betting spots is shown in the 'TOTAL BET' box found at the top of the screen.

Once you have finished placing your bets, spin the wheel by clicking on the 'SPIN' button.

When the ball comes to rest a marker is placed on the winning number, and all losing bets are removed.

A close up shot of the spinning wheel and the ball can be seen at the top right-hand corner of the game screen. The win amount is calculated as per the payable given below, and your winnings are shown in dollars and cents under 'Last Win'. This win amount is added to the game balance.

The numbers which won the last 10 games are shown in the top right-hand corner of the screen, with the most recent outcome given at the top of the list. The winning black numbers are displayed on the right, and the winning red numbers are displayed on the left. A winning '0' is displayed in the center.

After the game finishes, the default chip size for the new game remains the same as your previous

European Roulette

Game Objective:

European Roulette is played using a wheel containing 37 numbered slots (1-36, plus a 0), a ball, and a layout upon which the player may place a bet or bets covering a single number or groups of numbers. The ball is spun around the wheel and will come to rest in one of the numbered slots, indicating the winning number.

The player wins by correctly guessing which number will win, and is paid in accordance with the 'PAYTABLE' given below, based on how



Metropolis
Piggy Payback
Predator
Treasures of the Deep
Silver City
Super Fortune Wheel
Super Joker
Super Mystic
Super Star
Cash Cruise
Fire Drake
Golden Oasis
Sweet Hawaii
Safecracker Keno

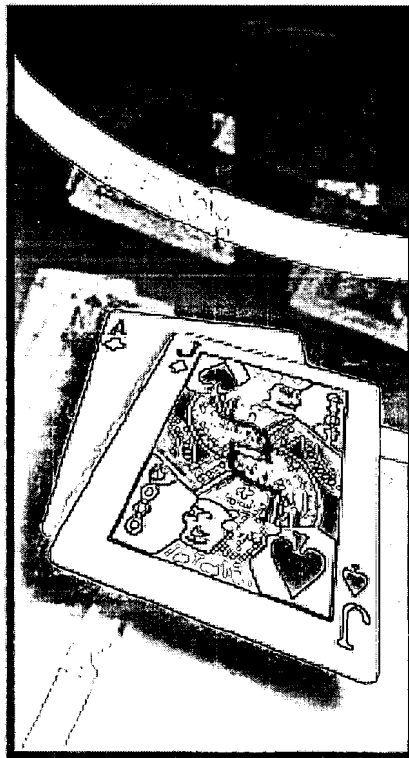
Slots demo

Product Tour



COLLECTION «LES REGLES DU JEU»

La Roulette
française
French Roulette



Casinos Barrière

Welcome

DICTIONARY

Bet	Mise
Black	Noir
Boule	Boule
Box	Case
Call	Annonce
Cashier	Caissier
Chip	Jeton
Column	Colonne
Combination	Combinaison
Corner bet	Carré
Currency	Devise
Dealer	Croupier
Dozen	Douzaine
Even chances	Chances simples
Evens	Pair
Exchange	Echange
Finale	Finale
Gamble	Jeu
High	Passe
Layout	Tapis
Low	Manque
Number	Numéro
Odds	Impair
Orphelans	Orphelins
Plaque	Plaque
Player	Joueur
Red	Rouge
Six line	Sixain
Split bet	A cheval
Stake	Mise
Straight up	Numéro plein
Street bet	Transversale
Third of the wheel	Tiers du cylindre
Tip	Pourboire
Value	Valeur
Wheel	Cylindre
Winning	Gain
Yellow	Jaune
Zero	Zéro
Zero's neighbours	Voisins du zéro

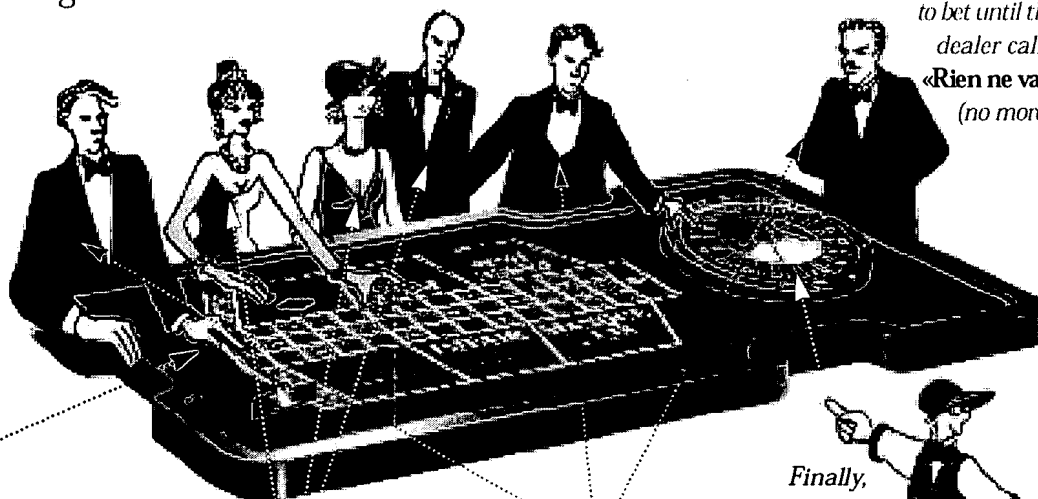
The name of Lucien Barrière is associated with the most famous casinos in France. Come alone or with friends, day or night, and rediscover the pleasures and emotions of gaming : Baccara, Roulette, Blackjack, Chemin de fer, Slot Machines, Banque à tout va... To help you make the most of these moments spent with us, Barrière Casinos are pleased to provide you with a collection of explanatory leaflets to guide you through the rules of most of the games. From the simplest to the most complicated, acquaint yourselves with all the subtleties of these games and be guaranteed a more intense enjoyment. Our casinos are also great places to meet people, and have fun. Take the time to share a drink, to enjoy a meal, watch a show, let yourselves be carried away by the atmosphere : l'essentiel, c'est vous.

Dominique Desseigne



French Roulette

*First of all,
the setting*



*This is
the table,
with the
table layout*



*The players..
who will bet
on 1 or several
numbers by placing
chips
on the layout.*



*The dealers,
Casino employees,
who are there to ensure
that the game is played
correctly. They check the
bets, spin the ball, and
distribute the winnings.*



*Finally,
the wheel.*



** The ball, when it
comes to a stop in
one of the 37
compartments
(there are
18 red compartments,
18 black compartments
and zero,
which is green),
indicates the
winning number.*

*The player plays against
the Casino, which is
represented by its team of
dealers. One of the
dealers will call out
«Faites vos jeux»
(Place your bets), and
will spin the wheel in
one direction, and spin
the ball in the opposite
direction.*

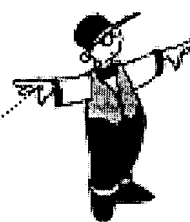
*The players are allowed
to bet until the
dealer calls :
«Rien ne va plus»
(no more bets).*



The layout

This shows the placing of the bets.

In to order allow different game combinations between the 36 numbers, a layout was designed in sets of numbers according to their characteristics.



Zero (o)

This has its own strip, it doesn't belong to any of the other categories.

High (Passe) From 19-36



Evens (Pair)

All the even numbers on the layout (except zero)



Black (Noir)

All the black numbers



Low (Manque) From 1-18



Odds (Impair)

All the odd numbers



Red (Rouge)

All the red numbers



Dozens (Douzaines)

Like the dozens on the left.

First (Première)
Middle (Milieu)
Third or last (Dernière).



Dozens (Douzaines)

P : The first dozen
From 1-12

M : The second dozen
From 13-24

D : The third dozen
From 25-36

Columns (Colonnes)

Left column : (Column 34)
1,4,7,10,13,16,19,22,25,28,31,34
Middle column : (Column 35)
2,5,8,11,14,17,20,23,26,29,32,35
Right column : (Column 36)
3,6,9,12,15,18,21,24,27,30,33,36



			0			
PASSE 19-36	1	2	3	MANQUE 1-18		
	4	5	6			
	7	8	9			
PAIR	10	11	12	IMPAIR		
	13	14	15			
	16	17	18			
◆	19	20	21	◇		
	22	23	24			
	25	26	27			
P	28	29	30	D		
	31	32	33			
	34	35	36			
M	↑	↑	↑	M		
D	↑	↑	↑	P		

The chip system

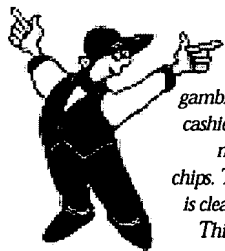
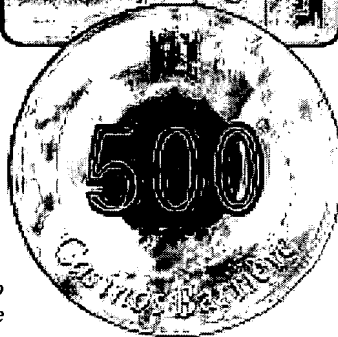
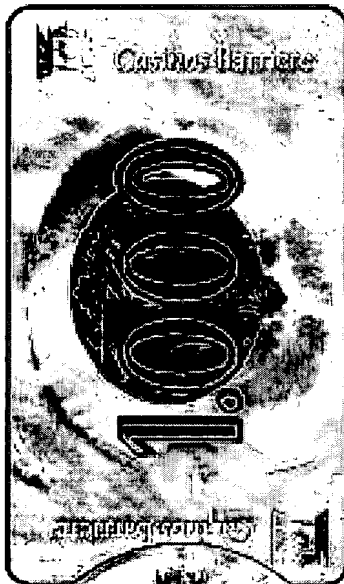


"LES PLAQUES"

The plaques, or "PLAQUES" are rectangular.

"LES JETONS"

The chips, or "JETONS" are round.

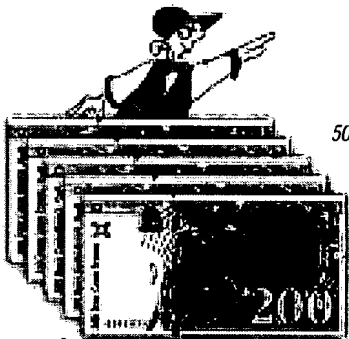
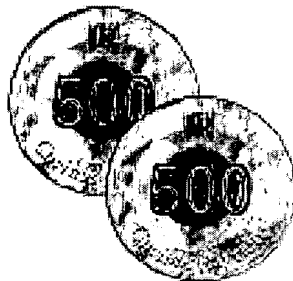


If you decide to gamble, you must go to the cashier and exchange your money for plaques or chips. The value of the chips is clearly marked on them. This is called 'face value.'

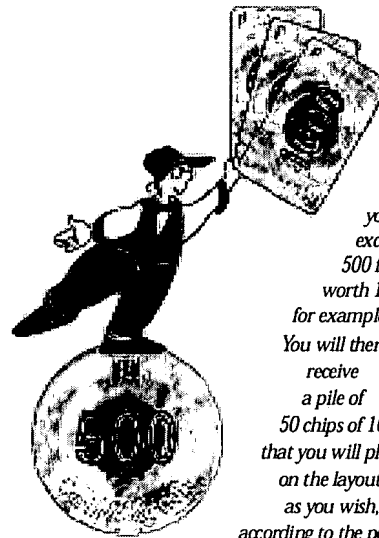
For example, if you change 1000F, the cashier can give you a plaque worth 1000

or

2 chips worth 500 each.



In some casinos, money can be exchanged directly at the roulette table.



Once you have your "CASINO CURRENCY" you decide the denomination of your chips:

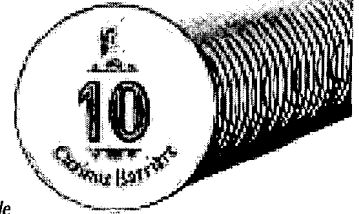
10, 20, 50 or more, and

you must ask the dealer to exchange your chip worth 500 for 50 chips worth 10 each,

for example.

You will then receive a pile of 50 chips of 10 that you will place on the layout, as you wish,

according to the possible combinations that we have shown you.



Nevertheless, be careful :

All the players around the table who are also playing with chips of 10 have the same chips as you.



It is down to you to remember how many chips you placed so that you can claim your winnings in the event that you win.

The dealers are there to help you, and in the event of a dispute with another player, the surveillance cameras which monitor the tables will be screened to resolve the dispute.

How to place your bets and the winnings



You place your bet by placing one or several plaques or chips on the layout according to the chosen combination.

You can place your chips yourself or you can «annonce» your bets, in which case it's the dealer who places your bet.

An example of an «annonce».
0. 3. 7. 18.
12.15.
Column 34.



NB

The numbers should always be announced in increasing numerical order.

1.7.17.25 : good

17.1.7.25 : bad



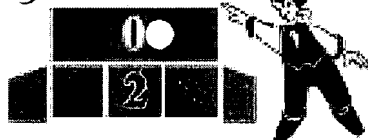
The ball, when it settles, designates the winning number and the winning combinations. You can then calculate your winnings by consulting the right-hand column on the board, see left.

Combination	Position of chip		Numbers played «Annonce»	Winnings $\frac{36}{n}$ <small>n represents the number of numbers played</small>
1 Number Straight up bet	In the centre of the box		5 "Number 5"	stake x 35 + stake placed stake x 36
2 Numbers Split bet	On the line which divides the two chosen numbers		10 and 11 "10.11"	stake x 17 + stake placed stake x 18
3 Numbers Street bet	On the outside line of the three numbers		16, 17, 18 "16.18" Can be placed either left or right	stake x 11 + stake placed stake x 12
4 Numbers Corner bet	In the cross-section/centre of the square formed by the four numbers		22, 23, 25, 26 "22.26"	stake x 8 + stake placed stake x 9
6 Numbers Six line	In the middle of the outside line of the rectangle of the six numbers		31, 32, 33, 34, 35, 36. "31.36" Can be placed either left or right	stake x 5 + stake placed stake x 6
12 Numbers Column	In the middle of a column box		1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 "Column 34"	stake x 2 + stake placed stake x 3
12 Numbers Dozen	In the middle of a dozen box		13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24 "Middle dozen"	stake x 2 + stake placed stake x 3
18 Numbers HIGH/LOW ODDS/EVENS BLACK/RED	In the middle of the chosen boxes		1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36 "Red"	stake x 1 + stake placed stake x 2
24 Numbers 2 COLUMNS 2 DOZENS	Straddling the line between the two chosen boxes		1, 2, 4, 5, 7, 8, 10, 11, 13, 14, 16, 17, 19, 20, 22, 23, 25, 26, 28, 29, 31, 32, 34, 35 "Two columns 34-35 split bet"	stake x 0.5 + stake placed stake x 1.5



The case of the zero

It can be played alone :
you call "zéro en plein".
The chip is placed
in the centre of the zero box.

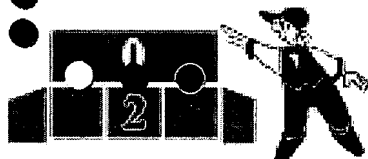


If it is coupled with one of its
neighbours on the board, you call :
cheval 0/1

cheval 0/2

cheval 0/3

The chip is placed on the line
between the two numbers.



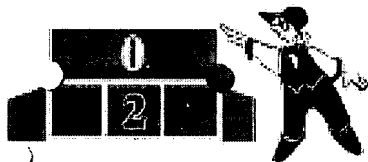
Until now, the zero is played like any
other number. Given its special
position above three other numbers,
the street bet can be placed
by putting the chip
at the centre of the T
formed by the boxes of the three
numbers concerned, there are two
possibilities:

you call 0, 1, 2

0, 2, 3



The corner 0, 1, 2, 3 is placed
either
to the left
or
the right
of the layout as shown in the picture.



If zero is the winning number...

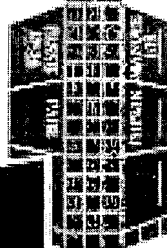
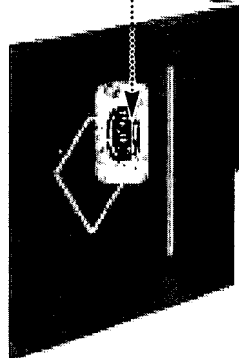
Those who bet on zero, or on a combination with zero
win as they would with any other number.

Moreover, the zero bet is exceptional as it doesn't belong to
any of the even chances combinations,

(High, Low, Evers,
Odds, Red, Black),

yet those who have played
these combinations haven't
lost everything,
they are
"frozen".

For example,
a player
who has placed
a 1000 chip
on
Red



After the zero win, the player
has two options :

- either he collects
half his bet and
accepts to lose
the other half
- either he remains
"frozen"
(see the line
for "even chances")

In this example
the dealer will place the
1000 chip on this line.

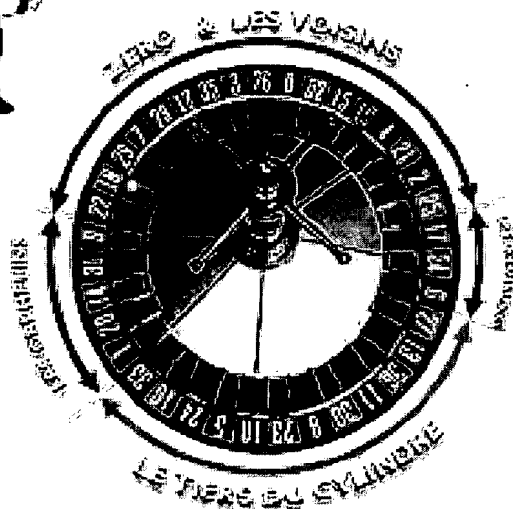
The following round

- If, on the next round, the winning
compartment is red, the bet is "freed"
and the player can collect his bet.

- If the winning number is black,
the player has lost.



Some "annonces"



This list is not exhaustive, as dealers can accept different number combinations, but those cited here are universally recognised.



The finales

Here, we refer to the numbers ending in the same number.

Finale 0 : 0, 10, 20, 30

Finale 1 : 1, 11, 21, 31

Finale 2 : 2, 12, 22, 32

Finale 3 : 3, 13, 23, 33

Finale 4 : 4, 14, 24, 34

Finale 5 : 5, 15, 25, 35

Finale 6 : 6, 16, 26, 36

4 chips

Finale 7 : 7, 17, 27

Finale 8 : 8, 18, 28

Finale 9 : 9, 19, 29

3 chips

In addition to the usual "annonces" for the combinations already mentioned, there are also some more classic calls known to the dealers.

The wheel has been divided into three sections:

- Les voisins du zéro (Zero's neighbours)

- Le tiers du cylindre (The third of the wheel)

- Les orphelins (Orphans)



Les voisins du zéro
Zero's neighbours

0	2	
4	6	
8		
10	11	
13	15	
17		
20		
22	24	
26		
28	29	
31	33	
35		

You call "les voisins du zéro" and the dealer will ask you for 9 chips which will cover the 17 numbers in this section.

The chips placed on 0, 2, 3 and 25-29 are doubled.



Le tiers du cylindre
The third of the wheel

0	2	
4	6	
8		
10	11	
13	15	
17		
20		
22	24	
26		
28	29	
31	33	
35		

You call "le tiers du cylindre" and the dealer will ask you for 6 chips which will cover the 12 numbers in this section



Les orphelins
The orphans

0	2	
4	6	
8		
10	11	
13	15	
17		
20		
22	24	
26		
28	29	
31	33	
35		

For this option you must choose between :
straight up bet

(8 chips)

or
split bet

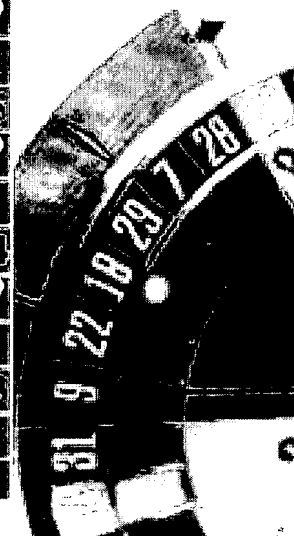
(5 chips)

Finale 7-8-9 and 22

The 22, being positioned in a section where there are a lot of final numbers 7-8-9, another classic call is "Finale 7-8-9 and 22", or 10 game chips.



0	2	
4	6	
8		
10	11	
13	15	
17		
20		
22	24	
26		
28	29	
31	33	
35		

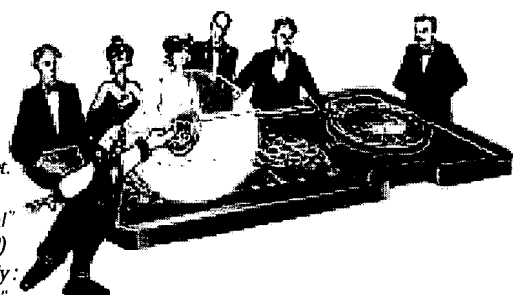


Useful information



The tip

It is customary in the event of a win to give a tip on a straight up bet. The player calls :
- "Pour le personnel"
(For the personnel)
and the dealers reply :
- "Personnel, merci".
(Personnel, thank you)



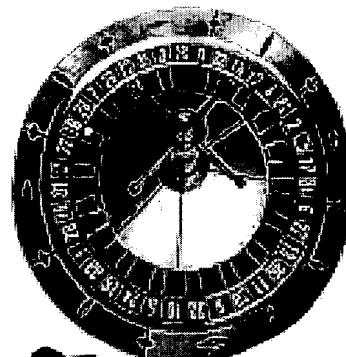
Minimum and maximum bets

When the table is called a 20f table, for example, this means that the minimum stake is 20 francs.

The maximum stake for each combination is determined according to a coefficient indicated in the table below. A similar table appears on every table layout, so you can check the stakes.

Combination	Coefficient* X multiplied by :	Maximum stake for a minimum bet of 10 F	Maximum stake for a minimum bet of 20 F	Maximum stake for a minimum bet of 50 F
Straight up bet	30	300 F	600 F	1 500 F
Split bet	60	600 F	1 200 F	3 000 F
Street bet	100	1 000 F	2 000 F	5 000 F
Corner bet	120	1 200 F	2 400 F	6 000 F
Six line	200	2 000 F	4 000 F	12 000 F
Column	500	5 000 F	10 000 F	30 000 F
Dozen	500	5 000 F	10 000 F	30 000 F
Easy win	1 000	10 000 F	20 000 F	50 000 F
Two columns split bet	2 000	20 000 F	40 000 F	100 000 F
Two dozens split bet	2 000	20 000 F	40 000 F	100 000 F

* The most commonly used coefficients: they can nevertheless vary from one casino to another



Final remark

If the numbers on the layout are arranged in increasing numerical order, the distribution of the numbers on the wheel is anarchical, save two exceptions:
- none of the numbers are consecutive
- when the wheel is divided into two parts from 2 on one side and zero on the other, the total of each side is 333

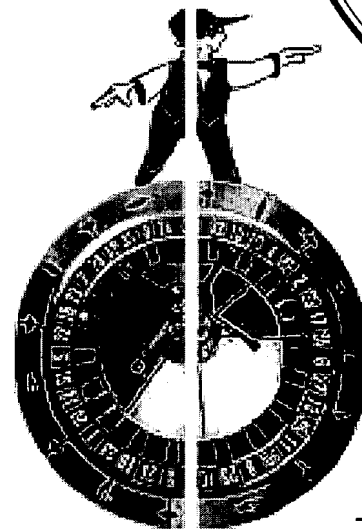


Don't worry!
In spite of the apparent complexity of all these explanations, it will only take you a couple of goes to become a highly skilled player!

Now, it's your turn, and... good luck !

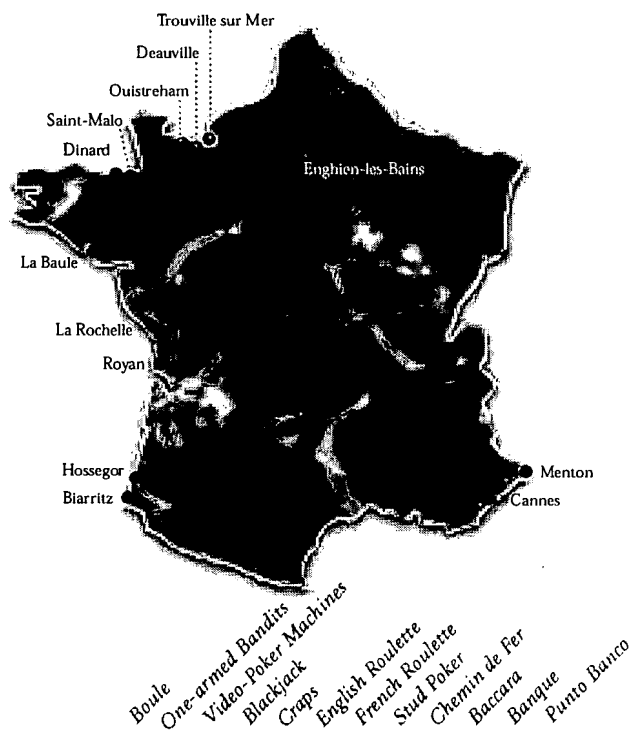
0
2
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33
35

26
3
35
12
28
7
29
18
22
9
31
14
20
1
33
16
24
5
333



32
15
19
4
21
2
25
17
34
6
27
13
36
11
30
8
23
10
333

La France des Casinos Barrière

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